

What is claimed is:

1. An apparatus for authoring multimedia contents with object-based interactivity, which comprises:

5 a user interfacing means for providing an interface to thereby edit object-based interactive multimedia contents by using a multimedia information editing and authoring tool;

10 an editorial information processing means for converting the multimedia contents supplied from the user interfacing means on an object basis to the form applicable to an object-based internal material structure supporting the editorial information authoring, storing the converted contents, and changing the form of the interactive multimedia contents information stored as the internal material structure to the
15 file form so as to perform an input or output process of the contents; and

20 a media coding and decoding means for encoding and decoding the interactive multimedia contents information provided from the editorial information processing means.

2. The apparatus as recited in claim 1, wherein the user interfacing means includes:

an interface for inserting or deleting media objects and editing properties characterizing each media object;

25 an interface for editing a logical relationship between the media objects;

an interface for editing the spatial allocation for the

media objects;

an interface for editing the time allocation for the media objects;

an interface for editing the user interactivity for the media objects; and

an interface for displaying information for media objects under editing.

3. The apparatus as recited in claim 2, wherein the user interactivity means that a user can manipulate a position of a media object, a display starting time of the media object and a display ending time of the media object during displaying edited and authored interactive multimedia contents.

4. The apparatus as recited in claim 1, wherein the user interfacing means is implemented by an interface capable of editing exact values by utilizing a keyboard, a graphic user interface (GUI), or both of said two interfaces.

5. The apparatus as recited in claim 1, wherein the editorial information processing means includes:

a data access application program interface for performing information exchange with the user interfacing means;

an object editorial information processor for converting the multimedia editorial information supplied from the outside to the form applicable to the internal material structure and

storing the converted multimedia editorial information;

an object-based internal material structure for reading in the object-based interactive multimedia contents stored in a storage to thereby preserve said contents as internal materials, and storing editing and authoring information inputted from the outside as internal materials to thereby edit and author current contents; and

a file input and output processor for performing an input and output process of edited and authored results related to the storage and carrying out the form conversion between the internal materials and input and output files.

6. The apparatus as recited in claim 5, wherein the object editorial information processor contains:

a time allocation editorial information processing module for processing editorial information related to the time allocation of each media object;

a spatial allocation editorial information processing module for processing editorial information for the spatial allocation of each media object;

a user interactivity editorial information processing module for processing editorial information for the user interactivity; and

a property and logical structure editorial information processing module for processing editorial information for properties characterizing each media object.

7. The apparatus as recited in claim 6, wherein the object editorial information processor further contains an object description information processing module for examining whether information for managing and searching media objects is proper or not, storing said information as internal materials and converting the object description information stored in the internal material structure to the form that the outside can refer to.

8. The apparatus as recited in claim 6, wherein the object editorial information processor performs the editorial information processing for a higher level authoring, a lower level authoring and the higher and lower level authoring.

9. The apparatus as recited in claim 5, wherein the object-based internal material structure supports internal materials for a higher level authoring, those for a lower level authoring and those for the higher and lower level authoring.

10. The apparatus as recited in claim 5, wherein the file input and output processor contains:

a file analyzing module for reading in the object-based interactive multimedia contents stored in the storage, storing the contents in the object-based internal material structure and examining errors of the contents by analyzing the contents; and

a file generating module for transferring edited and authored results of the object-based interactive multimedia contents stored in the object-based internal material structure to the storage.

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11. The apparatus as recited in claim 10, wherein the file input and output processor further contains a form converting module for performing the form conversion between the internal material structure and the input and output form.

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12. The apparatus as recited in claim 11, wherein the form converting module changes a higher level authoring result to a lower level authoring result when the editing and authoring tool provides the higher and lower level authoring, and converts the edited and authored contents to the higher level file form which is not supported by the editing and authoring tool.

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13. The apparatus as recited in claim 1, wherein the media coding and decoding means includes:

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a pre-post processor for performing a prior process and a post process required for the media coding and decoding;

a media coder for encoding media data so as to produce a media stream; and

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a media decoder for decoding a media stream to reproduce media data.

14. The apparatus as recited in claim 13, wherein the media coder or decoder further contains a media processing accelerator, which is hardware, dedicated for performing the media coding and decoding in real-time or a higher speed than
5 real-time.

15. An object-based interactive multimedia contents authoring method for use in an object-based interactive multimedia contents authoring apparatus, comprising the steps of:
10 of:

securing a new internal material structure and a new authoring space on a user interface, and receiving a plurality of parameters or initializing the authoring space to preset defaults;

authoring object-based interactive multimedia contents by inserting and deleting media objects based on the initialized authoring space and editing the user interactivity on an object basis and properties of objects; and
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storing the authored object-based interactive multimedia contents in a binary or text form.
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16. A computer readable medium on which a program used in implementing an object-based interactive multimedia contents authoring apparatus employing a processor is recorded,
25 comprising:

first program instruction means for securing a new internal material structure and a new authoring space on a

user interface, and receiving a plurality of parameters or
initializing the authoring space to preset defaults;

second program instruction means for authoring object-
based interactive multimedia contents by inserting and
5 deleting media objects based on the initialized authoring
space and editing the user interactivity on an object basis
and properties of objects; and

third program instruction means for storing the authored
object-based interactive multimedia contents in a binary or
10 text form.